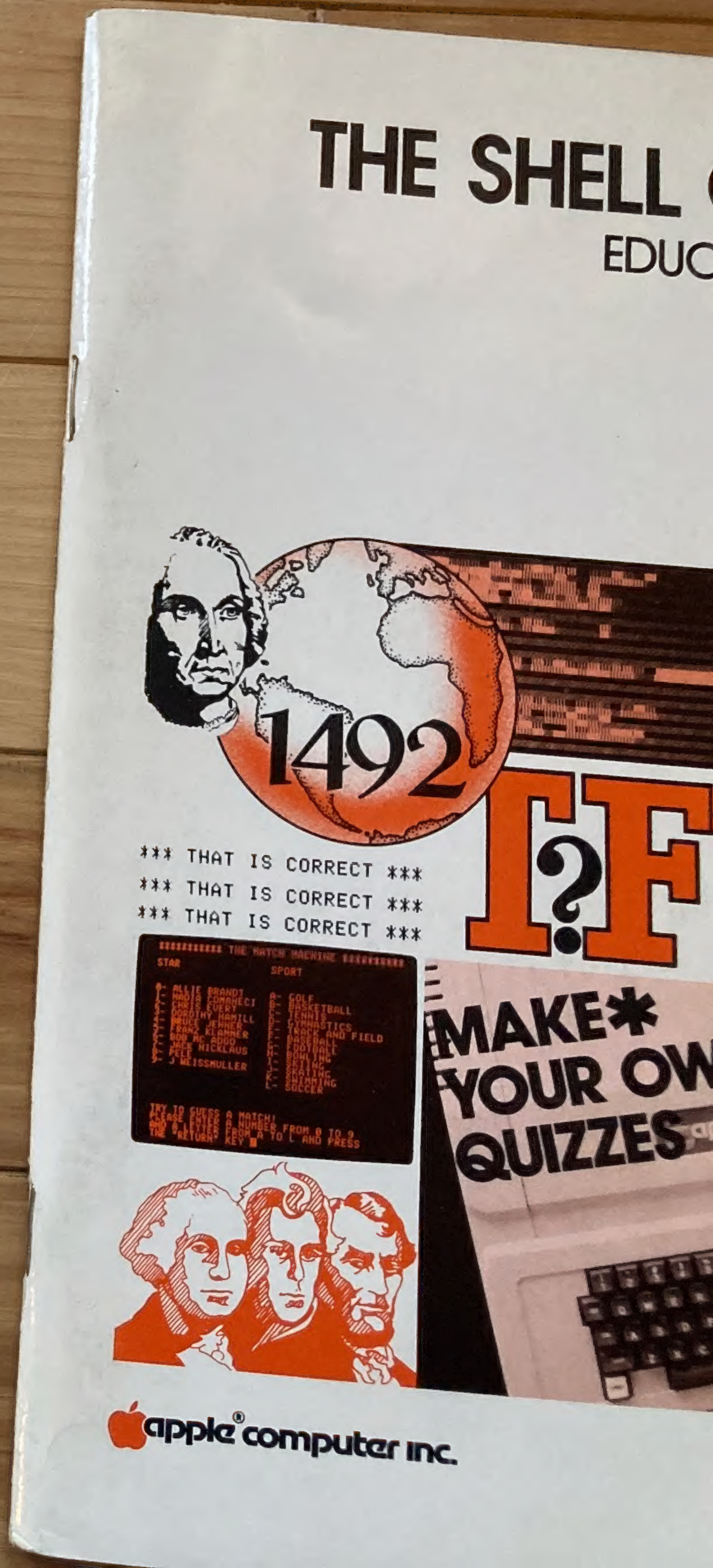




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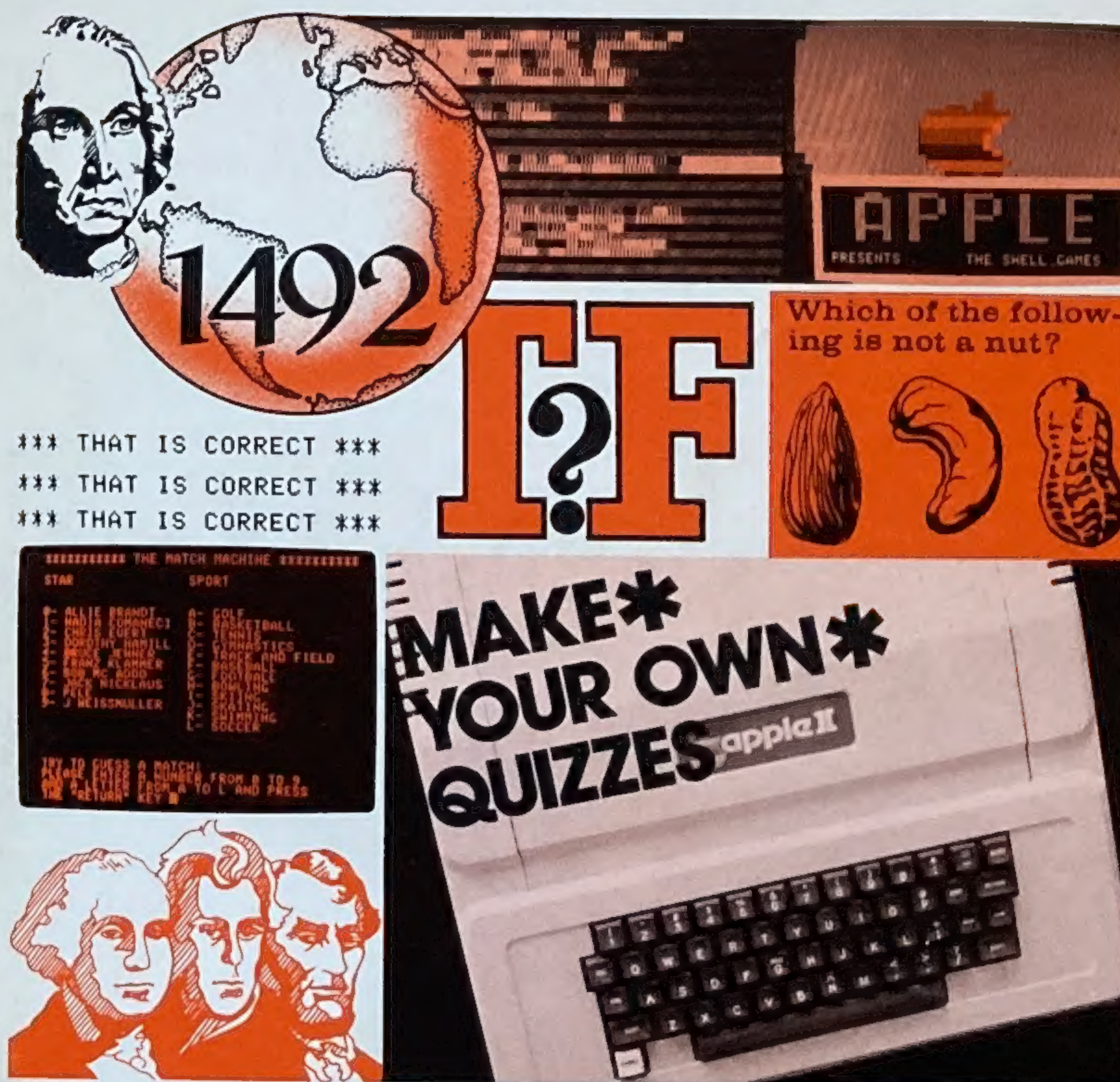
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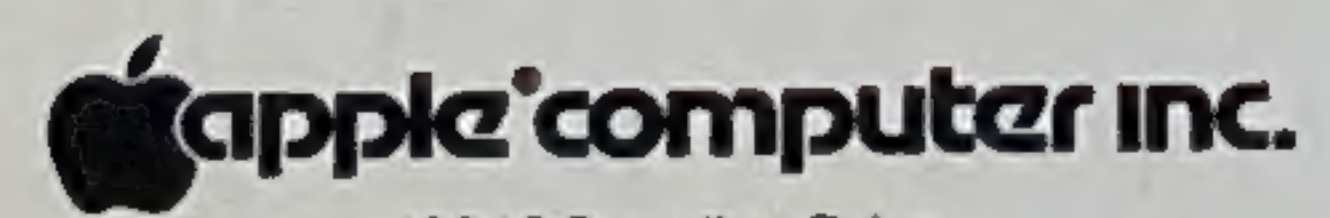
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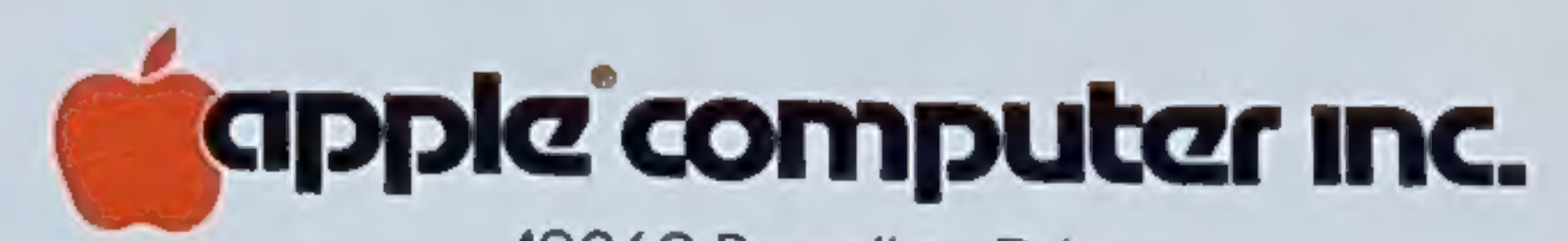
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During the time that you are in Edit mode or Enter New Problem mode, you are not being controlled by The Shell Game. The Problem Entry Editor has set up the window and printed helpful information on the screen, but you are essentially talking directly to Apple. At this point, it is important for you to be able to use the Apple editing features: the forward arrow and backspace keys and the various ESC sequences -- ESC A, ESC B, etc. With them, you may do extensive editing of problems with speed and ease. Take the time to practice until you are proficient.

If at any time during the entry of data or the editing of data, you find the screen becoming cluttered or you get an error message that is covering up part of what you are doing, type

RUN 2

again and select

2) EDIT CURRENT PROBLEM: #<problem number>

This will clear the screen and redisplay the lines you have already successfully entered.

You may now either type

RUN 2

or backspace to the bottom line and copy over RUN 2 with the forward arrow. Either way will return you to Problem Entry Editor control and the menu.

DISPLAYING A PROBLEM

We may now check to see that the problem is corrected and will be properly displayed. To do so, select

3) DISPLAY CURRENT PROBLEM: #<current problem number>

from the menu. This selection will display the quiz in the normal way, with the exception that we have the option of instantly returning to the Problem Entry Editor by simply pressing the ESC key. You may now play the game to confirm that all is well or return to the Problem Entry Editor immediately.

If you wish to confirm that all is well with your title, RUN the program in the normal way and check that it appears correctly in the menu.

We will not be referring to this newly entered problem again. If you are tired of reading and want to come back later, you need not keep the program in the computer any longer. You may LOAD the original version again later. If you wish to keep this version of the program containing the new quiz, you may now SAVE it on your diskette the same way you SAVE any other program you have written.

Insert the diskette upon which you want the quiz to appear, and type:

SAVE <program name>

Then press RETURN. <Program name> may continue to be The Match Machine, or you may change the title to anything you wish.

SEARCHING FOR A PROBLEM

One of the prime reasons for the creation of the Problem Entry Editor was the difficulty encountered when trying to find a particular problem somewhere in the middle of the data table. Listing forty or fifty problems, in the case of Professor True, for example, in order to find the problem with a typographical error in one word can be most distressing. There are two features of the Problem Entry Editor that were designed to alleviate this problem.

First, in all The Shell Games, the Problem Entry Editor is aware of where you are in the program whether you have been using it or not. Exit the Problem Entry Editor (select 7 END) and type

RUN

Select category 10 from the menu and let the matches be displayed. You might be playing this game and suddenly discover that QUAIL is spelled QVAIL. Press CTRL-C and type

RUN 2

The Problem Entry Editor indeed knows you are working on category 10 and is prepared to instantly set up the program lines for editing. (It's all done with mirrors!) This is true of all The Shell Games.

Of course, there will be occasions when you do not wish to edit the particular problem you have been displaying. So the Problem Entry Editor has a search mode to allow you to find the problem on which you do wish to work.

THE SHELL GAMES

EDUCATION SERIES



*** THAT IS CORRECT ***
 *** THAT IS CORRECT ***
 *** THAT IS CORRECT ***

Which of the following is not a nut?



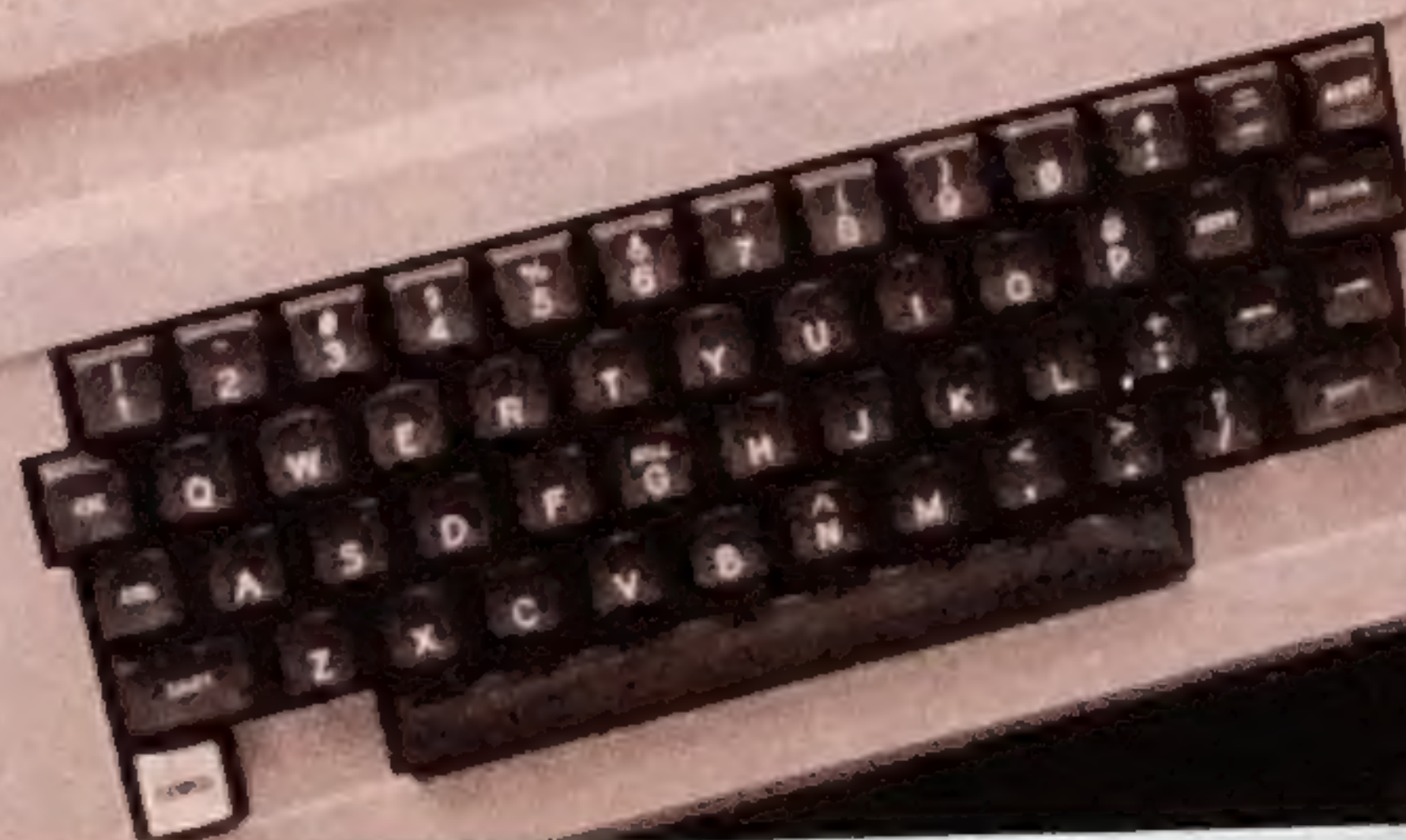
***** THE MATCH MACHINE *****

STAR	SPORT
1- ALLIE BRANDT	1- GOLF
2- NADIA COMANECI	2- BASKETBALL
3- CHRIS EVERT	3- TENNIS
4- DOROTHY HAMILL	4- GYMNASTICS
5- BRUCE JENNER	5- TRACK AND FIELD
6- FRANK KLAMMER	6- BASEBALL
7- BOB MC ADAM	7- FOOTBALL
8- JACK NICKLAUS	8- BOWLING
9- PETER	9- SKATING
10- J. WEISSMULLER	10- SWIMMING
	11- SOCCER

TRY TO GUESS A MATCH!
 PLEASE GUESS FROM 1 TO 11
 AND A LETTER FROM A TO L AND PRESS
 THE RETURN KEY



MAKE*
 YOUR OWN*
 QUIZZES





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